I 11

```
   AAAAAAAAA        CCCCCCCCCCCC  LLL              EEEEEEEEEEEEEEE  DDDDDDDDDDDD     TTTTTTTTTTTTTTT
   AAAAAAAAA        CCCCCCCCCCCC  LLL              EEEEEEEEEEEEEEE  DDDDDDDDDDDD     TTTTTTTTTTTTTTT
   AAAAAAAAA        CCCCCCCCCCCC  LLL              EEEEEEEEEEEEEEE  DDDDDDDDDDDD     TTTTTTTTTTTTTTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEEEEEEEEEEE     DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEEEEEEEEEEE     DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEEEEEEEEEEE     DDD         DDD        TTT
AAAAAAAAAAAAAAA  CCC              LLL              EEE              DDD         DDD        TTT
AAAAAAAAAAAAAAA  CCC              LLL              EEE              DDD         DDD        TTT
AAAAAAAAAAAAAAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA  CCC              LLL              EEE              DDD         DDD        TTT
AAA         AAA     CCCCCCCCCCCC  LLLLLLLLLLLLLLL  EEEEEEEEEEEEEEE  DDDDDDDDDDDD           TTT
AAA         AAA     CCCCCCCCCCCC  LLLLLLLLLLLLLLL  EEEEEEEEEEEEEEE  DDDDDDDDDDDD           TTT
AAA         AAA     CCCCCCCCCCCC  LLLLLLLLLLLLLLL  EEEEEEEEEEEEEEE  DDDDDDDDDDDD           TTT
```

J 13

```
**FILE**ID**AEDLCLDEF




  AAAAAA    EEEEEEEEEE  DDDDDDDD    LL            CCCCCCCC  LL          DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
  AAAAAA    EEEEEEEEEE  DDDDDDDD    LL            CCCCCCCC  LL          DDDDDDDD    EEEEEEEEEE  FFFFFFFFFF
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AA      AA  EEEEEEEE    DD      DD  LL          CC          LL          DD      DD  EEEEEEEE    FFFFFFFF
AA      AA  EEEEEEEE    DD      DD  LL          CC          LL          DD      DD  EEEEEEEE    FFFFFFFF
AAAAAAAAAA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AAAAAAAAAA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF              ....
AA      AA  EE          DD      DD  LL          CC          LL          DD      DD  EE          FF              ....
AA      AA  EEEEEEEEEE  DDDDDDDD    LLLLLLLLLL    CCCCCCCC  LLLLLLLLLL  DDDDDDDD    EEEEEEEEEE  FF              ....
AA      AA  EEEEEEEEEE  DDDDDDDD    LLLLLLLLLL    CCCCCCCC  LLLLLLLLLL  DDDDDDDD    EEEEEEEEEE  FF              ....


  SSSSSSSS  DDDDDDDD    LL
  SSSSSSSS  DDDDDDDD    LL
SS          DD      DD  LL
SS          DD      DD  LL
SS          DD      DD  LL
SS          DD      DD  LL
  SSSSSS    DD      DD  LL
  SSSSSS    DD      DD  LL
        SS  DD      DD  LL
        SS  DD      DD  LL
        SS  DD      DD  LL
        SS  DD      DD  LL
SSSSSSSS    DDDDDDDD    LLLLLLLLLL
SSSSSSSS    DDDDDDDD    LLLLLLLLLL
```

```
{       TITLE   Local structure definition file for the ACL editor
{       IDENT   /V04-000/
{
{*************************************************************************
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{*                                                                       *
{*                                                                       *
{*************************************************************************

{++
{
{ FACILITY:     Miscellaneous utilities
{
{ ABSTRACT:
{
{       This module contains the necessary definitions for the ACL editor
{       strunctures and flags.
{
{ ENVIRONMENT:
{
{       VAX/VMS operating system, user mode utilities.
{
{--
{
{
{ AUTHOR:       L. Mark Pilant          CREATION DATE:  25-Jan-1983  9:30
{
{ MODIFIED BY:
{
{       V03-007 LMP0213         L. Mark Pilant,         24-Mar-1984  12:23
{               Add support for locking and unlocking the object's ACL.
{
{       V03-006 LMP0193         L. Mark Pilant,         14-Feb-1984  9:41
{               Add the actions delete EOL, reset, and quit to the editor's
{               vocabulary.
{
{       V03-006 LMP0185         L. Mark Pilant,         4-Feb-1984  12:06
{               Add support for device ACLs.
{
```

```
{       V03-005 LMP0172         L. Mark Pilant,         28-Nov-1983  12:11
{               Numerous bug fixes, support for VT2xx terminals, and a
{               session keystroke logger.
{
{       V03-004 LMP0144         L. Mark Pilant,         25-Aug-1983  9:53
{               Add a new flag bit for the keypad mode.
{
{       V03-003 LMP0103         L. Mark Pilant,         21-Apr-1983  12:09
{               Add support for HIDDEN and PROTECTED ACEs.
{
{       V03-002 LMP0082         L. Mark Pilant,         2-Mar-1983  12:50
{               Remove the definitions for ACE$x_SUCCESS and ACE$x_FAILURE.
{
{       V03-001 LMP0076         L. Mark Pilant,         11-Feb-1983  9:36
{               Fix the definition for the ITEM structure so that no
{               tag is generated.
{
{*
```

```
MODULE  AED$LCLDEF;

/*      This module contains the local definitions used for various
/*      structures and flags used within the ACL editor.

/*      Define the miscellaneous flags.

aggregate FLAGDEF union prefix AED_;
FLAG_BITS structure;
    VT5X bitfield mask;                         /* VT52 or VT55 type terminal
    VT1XX bitfield mask;                        /* VT100 type terminal
    VT2XX bitfield mask;                        /* VT200 type terminal
    SCOPE bitfield mask;                        /* Terminal is a scope
    WRAP bitfield mask;                         /* Terminal had wrapping
    ENDACL bitfield mask;                       /* End of the ACL reached
    ACERROR bitfield mask;                      /* Error parsing ACE
    MODIFIED bitfield mask;                     /* ACE has been modified
    BACKWARD bitfield mask;                     /* Moving backwards
    RUBWORD bitfield mask;                      /* Rubout/delete word indicator
    DELBOL bitfield mask;                       /* Control-U/delete-EOL indicator
    GOLDKEY bitfield mask;                      /* Alternate function specified
    FIRSTCHAR bitfield mask;                    /* First character of entered
    INSERT bitfield mask;                       /* Insert ACE at random spot
    INSERTEXT bitfield mask;                    /* Inserting text into ACE
    PROMPT bitfield mask;                       /* Prompt for ACE fields/items
    OPENUIC bitfield mask;                      /* UIC is not complete
    OPENACE bitfield mask;                      /* ACE is not complete
    DIRECTORY bitfield mask;                    /* File is a directory file
    NOITEMSEL bitfield mask;                    /* Item selection not allowed
    ACEFORMAT bitfield mask;                    /* Help on format not keypad
    ACTIONKEY bitfield mask;                    /* ACL editor action requested
    APPLICAT bitfield mask;                     /* Keypad in application mode
    OVERSTRIKE bitfield mask;                   /* Insert/overstrike mode
    VERB_EDIT bitfield mask;                    /* Invoked by EDIT/ACL
    SET_DEV_CMD bitfield mask;                  /* Invoked by SET DEVICE/ACL
    SET_FILE_CMD bitfield mask;                 /* Invoked by SET FILE/ACL
    SET_DIR_CMD bitfield mask;                  /* Invoked by SET DIRECTORY/ACL
    SET_ACL_CMD bitfield mask;                  /* Invoked by SET ACL
    JNL_READ bitfield mask;                     /* Reading from journal file
end FLAG_BITS;
end FLAGDEF;

/* Define qualifier option flags.

aggregate OPTIONDEF union prefix AED_;
OPTION_BITS structure;
    JOURNAL bitfield mask;                      /* Journal file requested
    RECOVER bitfield mask;                      /* Recovery file requested
    KEEPREC bitfield mask;                      /* Keep the recovery file
    KEEPJNL bitfield mask;                      /* Keep the journal file
end OPTION_BITS;
end OPTIONDEF;

/* Common character code definitions

constant CHAR_BS equals 8 prefix AED_ tag C;    /* Backspace
constant CHAR_TAB equals 9 prefix AED_ tag C;   /* Tab
constant CHAR_LF equals 10 prefix AED_ tag C;   /* Line-feed
constant CHAR_CR equals 13 prefix AED_ tag C;   /* Carriage-return
constant CHAR_CTLZ equals 26 prefix AED_ tag C; /* Control-Z (EOF indicator)
constant CHAR_ESC equals 27 prefix AED_ tag C;  /* Escape
```

```
/* Line table entry definitions.

/* Offsets into the line entry table.

aggregate LINEDEF structure prefix LINE_;
    FLINK longword unsigned;                    /* Forward link
    BLINK longword unsigned;                    /* Backward link
    SIZE word unsigned;                         /* Size of input text
    FLAGS structure word unsigned;              /* Necessary context flags
        BEGINACE bitfield mask;                 /* Beginning of the ACE
        ENDACE bitfield mask;                   /* End of the ACE
        DUMMY bitfield mask;                    /* Dummy entry for inserting
        REPLACE bitfield mask;                  /* Line replaces existing line
        NOTOUCH bitfield mask;                  /* Can't touch line segment
    end FLAGS;
    BINACE longword unsigned;                   /* Address of binary ACE
    FIELDST byte unsigned;                      /* Base field num for segment
    FILL_1 byte dimension 3 fill prefix LINEDEF tag __;
    TEXT character length 1;                    /* Start of ACE text
end LINEDEF;
```

```
/* ACE item parsing tables.

/* Define entries in the item tables.

aggregate ITEMDEF structure prefix ITEM;
    DSC_SIZE word unsigned tag "";        /* Size of the item text
    FILL_4 byte dimension 2 fill prefix ITEMDEF tag _;
    DSC_ADDR longword unsigned tag "";    /* Address of item text
    VALUE longword unsigned tag "";       /* Value for item
end ITEMDEF;
```

```
/* Editor action definitions.

/* Action definition table entry.

aggregate KEYDEF structure prefix KEY_;
    FLINK longword unsigned;                    /* Link to next definition
    BLINK longword unsigned;                    /* Link to previous definition
    ACTION byte unsigned;                       /* Action code being defined
    constant (
        GOLD,                                   /* Gold key
        HELP,                                   /* General help key
        HELPFMT,                                /* ACE format help key
        FIND_STR,                               /* Locate string key
        FIND_NXT,                               /* Locate next occurance of string
        DEL_ACE,                                /* Delete ACE key
        UNDEL_ACE,                              /* Un-delete ACE key
        SEL_FIELD,                              /* Select field key
        ADV_FIELD,                              /* Advance to next field key
        DEL_WRD,                                /* Delete word key
        UNDEL_WRD,                              /* Un-delete word key
        ADVANCE,                                /* Advance key
        BOTTOM,                                 /* Set to last ACE in ACL
        BACKUP,                                 /* Backup key
        TOP,                                    /* Set to first ACE in ACL
        DEL_CHR,                                /* Delete character key
        UNDEL_CHR,                              /* Un-delete character key
        MOVE_WRD,                               /* Move word key
        MOVE_ACE,                               /* Move ACE key
        MOVE_EOL,                               /* Go to EOL key
        DEL_EOL,                                /* Delete to EOL key
        INSERT,                                 /* Insert ACE key
        SEL_ITEM,                               /* Select item key
        ENTER,                                  /* Enter ACE key
        PREV_SCREEN,                            /* Display previous screen
        NEXT_SCREEN,                            /* Display next screen
        UP,                                     /* Up arrow
        DOWN,                                   /* Down arrow
        RIGHT,                                  /* Right arrow
        LEFT,                                   /* Left arrow
        OVERSTRIKE,                             /* Insert/overstrike mode
        DEBUG,                                  /* Enter the debugger if present
        MOVE_BOL,                               /* Go to BOL key
        RUB_WRD,                                /* Rubout word key
        RUB_BOL,                                /* Rubout to BOL
        UNDEL_LIN,                              /* Un-delete a line
        REFRESH,                                /* Refresh the screen
        RESET,                                  /* Restore ACL to initial form
        EXIT,                                   /* Exit the editor
        QUIT,                                   /* Exit without modifying ACL
        RUB_CHR,                                /* Rubout character key

        MAX_CODE                                /* Must be last
        ) equals 1 increment 1 prefix KEY_ tag C;
    SIZE byte unsigned;                         /* Size of definition text
    FLAGS structure byte unsigned;              /* Modifier flags
        CSI bitfield mask;                      /* Control Sequence Introducer
        SS3 bitfield mask;                      /* Single Shift G3
        GOLDREQ bitfield mask;                  /* Gold key required
        CTRLCHAR bitfield mask;                 /* Control char definition
        ESCSEQ bitfield mask;                   /* Escape sequence definition
        USERDEF bitfield mask;                  /* User has defined the action
    end FLAGS;
    constant "LENGTH" equals . prefix KEY_ tag C;       /* Size of definition block
    TEXT character length 1;                    /* Start of text definition
end KEYDEF;

end_module AED$LCLDEF;
```

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